NES–PI–USA

Player's Guide

SUPER PITFALL™

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SUPER PITFALL

Pitfall Harry is back, ready to embark on the most dangerous, most impossible mission he has dared to attempt so far. All alone, with only a gun and his wits for protection, he must recover the priceless Raj diamond from a vast subterranean dwelling high in the Andes Mountains. And to complicate matters, he must also rescue his beloved niece Rhonda and feline friend Quickclaw the Lion, both trapped in the dark, damp depths below.

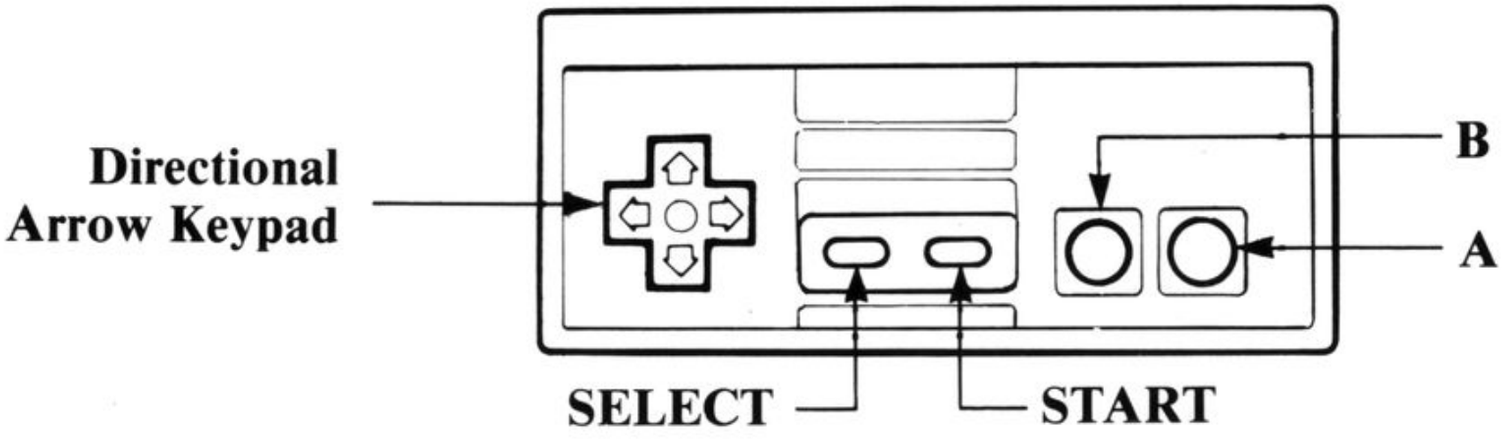
This is no weekend caving adventure. With no map to guide him, Harry must find his own way through the cave's endless passages – over 270 screens – infested with poisonous frogs, bats, snakes, scorpions, tarantulas, cavemen, lava pits, deadly condors, falling rocks, and other evil creatures and hazards.

Care to join Harry in his quest? He could certainly use some assistance.

Getting Started

- Insert the *SUPER PITFALL* cartridge in your Nintendo Entertainment System as instructed in your owner's guide.

- Turn on your game system and TV or monitor. The *SUPER PITFALL* title screen will appear. After a few seconds, you'll see a brief game demonstration.



- Press the **SELECT** button to switch between the one- and two-player game options. Release the button to make your selection.

- Press the **START** button to begin the game.

- During play, you may press the **START** button to pause at any time; press it again to resume play.

- Press the **RESET** button on your Nintendo Entertainment System at any time to restart the game from the beginning.

Directing Harry

- The directional arrows keypad controls Harry's movements. Press the right arrow to move him to the right, and the left arrow to move him to the left. Press the up arrow to help Harry climb or swim upward; press the down arrow to help him climb or swim downward or duck.

- Press the **A** button to make Harry jump in place. Press the **A** button and the right arrow to make him jump to the right, or the **A** button and the left arrow to make him jump to the left.

- Press the **B** button to fire Harry's gun in the direction he is facing.

Playing the Game

Your job is to move Harry through the mazes, find the Raj diamond, Rhonda, and Quickclaw, and then return to the starting point without getting bumped off by the life-threatening creatures or hazards that await our hero. To win points and special congratulations, make sure that Harry also gathers as many gold bars as possible along the way.

Harry's journey is not easy. At times his pistol seems useless against the endless hordes of creatures that come after him. If he manages to reach Rhonda, he'll discover that the poor girl has been turned to stone and that the only antidote to this horrible condition is a flask of medicine, located somewhere in the cave. And, if this weren't enough, before he can rescue the faithful Quickclaw, Harry will need to uncover a hidden key.

Even returning to the starting point is no easy task. To do so, Harry must find a photograph of the Underground Kingdom, which contains the only clue to getting back – the location of a launching site from which he can jump back to the beginning. Only then will you win the game.

Fortunately, Harry is basically an optimist and, more importantly, a pretty agile fellow. He can walk along rocks and ledges, climb up and down ladders, jump over pitfalls or from rock ledge to rock ledge, swim through subterranean lakes, and swing from rope to rope.

Staying Alive

Invisible Objects

Besides the medicine and the key he needs for rescuing his allies, Harry will discover many other items hidden in the cave that will give him special powers to help him in his mission. Among then are crystal balls with a heart, spade, diamond, or club inscription, useful for opening up rock doors; spare pistols; and objects that can make Harry invulnerable to his enemies and help him earn points. The only way he can get hold of these items is to jump up and grab them at just the right moment. Since they're invisible, Harry should jump frequently as he wanders through the cave.

He can open rock doors, but only if he first unlocks them with the crystal ball whose symbol matches the key hole.

Spare Pistols

At the beginning of his mission, Harry is armed with one pistol loaded with 20 bullets. Inside the cave he'll find invisible spare pistols, each with 20 additional bullets. The number of total bullets remaining – including the spares – is displayed at the top left corner of the screen.

Instant Travel

At various places in the caverns, Harry can instantly transport himself from one cave to another by jumping at a particular (but unmarked) spot.

Spare Harry's

You'll begin the game with three Harry's. If Harry touches any of the dangerous creatures or hazards, he's a goner. A screen will quickly display the number of Harry's you have left, and a spare Harry will replace him at the very spot where the first one met his doom.

If Harry dies three times before you've earned 50,000 points the game is over. At 50,000 points, you'll earn a fourth life, at 80,000 points a fifth life, and additional lives thereafter. You'll also gain an extra life if Harry jumps on when it appears.

Invulnerable Harry

Each time Harry first appears – both at the beginning and in the middle of the game – he'll flash for a few seconds. In this state he is invulnerable to his enemies.

Strategy Tips

The best way to get through the cave is to explore it.

Try to discover the shortest route. You might just uncover an unexpected shortcut in the process!

You can accomplish your mission even if you use up all of your bullets.

Crouch or jump to avoid the bats.

Be careful on the ladder. Harry may miss his step.

Scoring

Shoot a frog	500 points
Shoot a vulture	1,000 points
Shoot a snake	1,000 points
Shoot a bat	2,000 points
Shoot Caveman Gary	3,000 points
Shoot Caveman Norm	3,000 points
Shoot Caveman Arnie	2,000 points

(It takes more than one shot to kill Gary, Norm, and Arnie)

Run over a gold bar	3,000 points
Grab a spare gun	10,000 points
Grab a star	10,000 points
Grab a cross	10,000 points
Grab a crystal ball	10,000 points
Grab the Raj Diamond	???

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